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THE WORLD'S MOST AWAY PAST COOL COMIC!

APPROVED
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CODE
AUTHORITY

SONIC

THE HEDGEHOG

TM



SEGA

GOTTA' GO
BOOM!



DIRECT EDITION

KNOTHOLE
KINGDOM.

SONIC, THANKS
TO YOUR FREEING
THE ROBOTICIZED
MOBIANS FROM
DOCTOR ROBOTNIK'S
CONTROL...

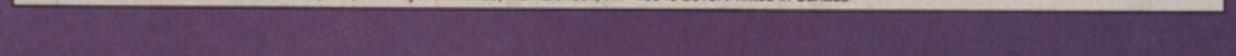
... COUNTLESS
FAMILIES HAVE BEEN
REUNITED, INCLUDING
OURS! I'M SO PROUD
OF YOU!

THANKS, MOM!
BUT AS MUCH AS I'D
LIKE TO, I CAN'T TAKE
ALL THE CREDIT!

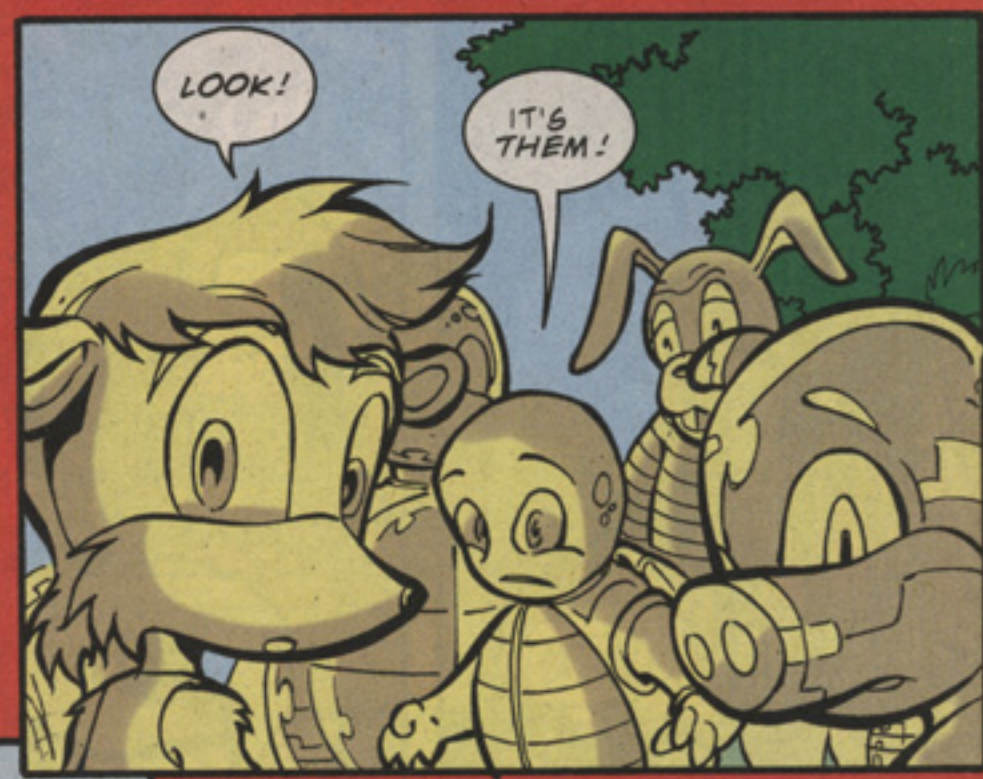
I
HAD SOME
HELP!

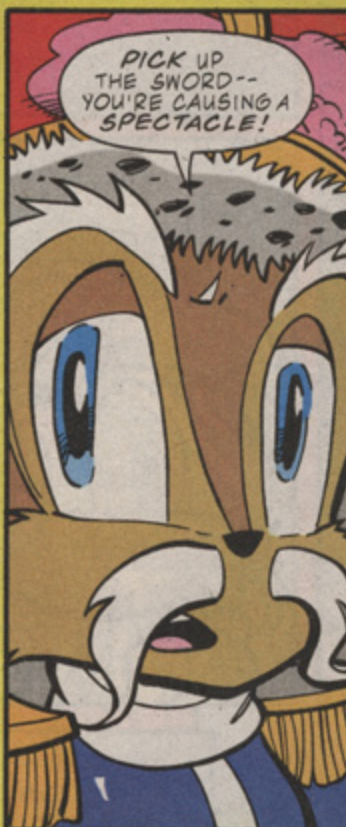
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AND
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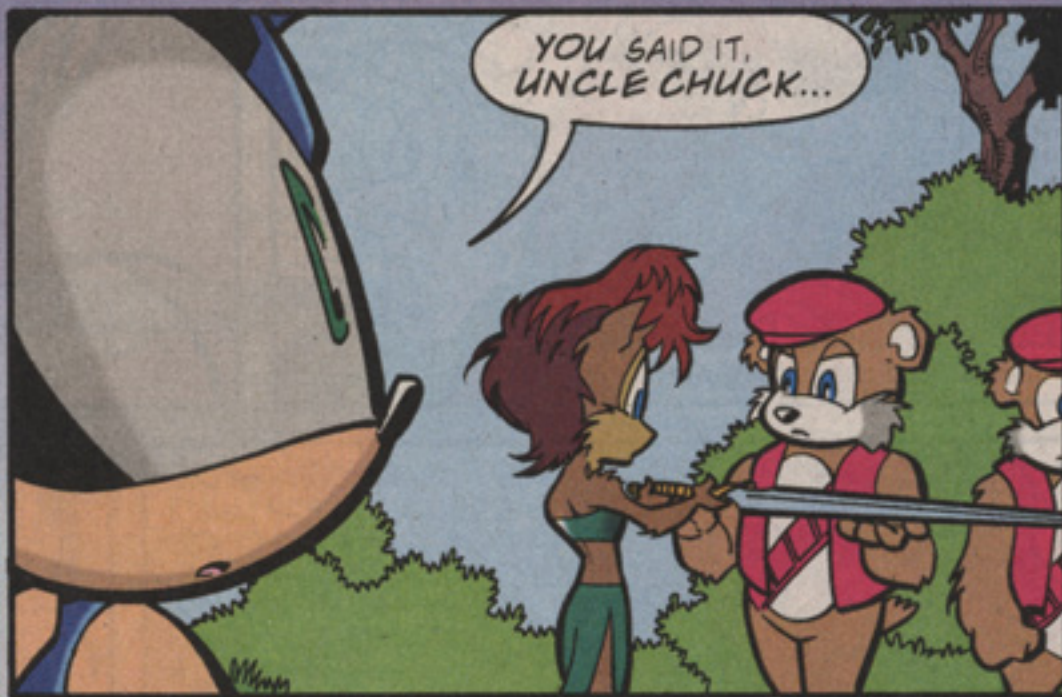
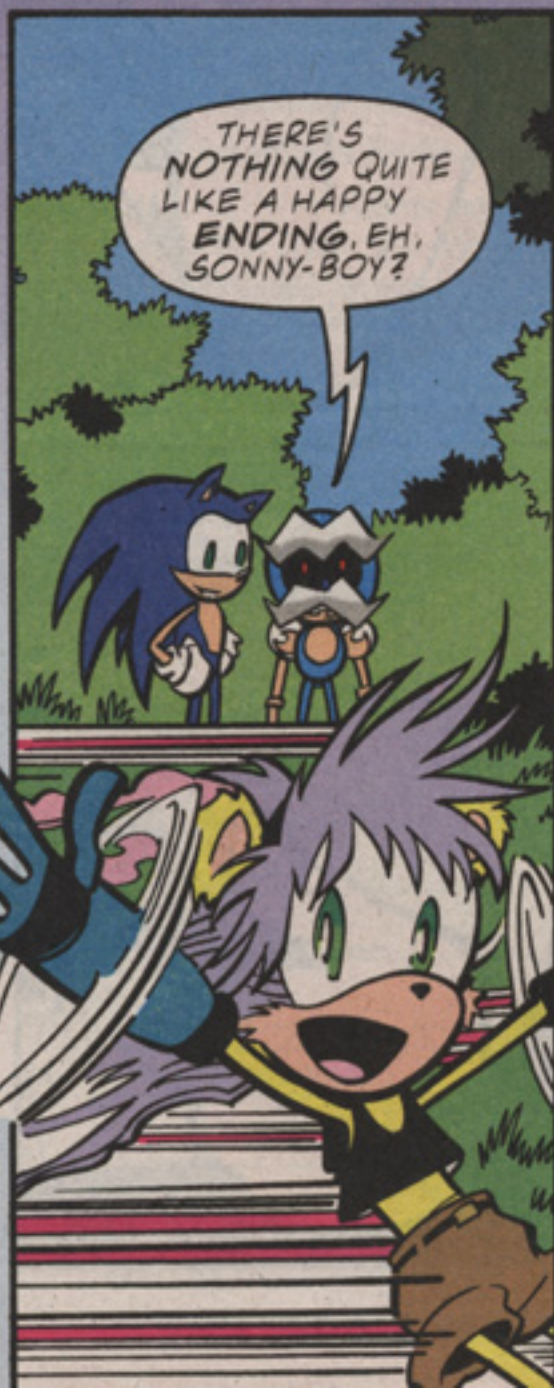
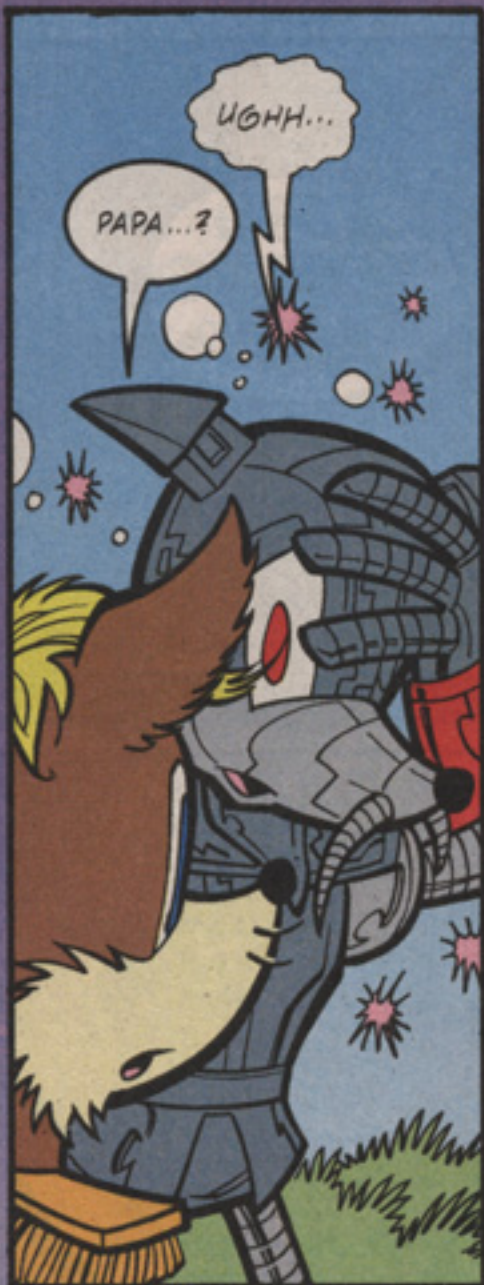
FAMILY
DYSFUNCTION



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"...YOU SAID IT."





ROBOTROPOLIS...

**HURRAY FOR THE
KINTOBOR CLAN!**

WHY THE
CELEBRATION,
DOCTOR
ROBOTNIK,
SIR?



TO DRAW ATTENTION
AWAY FROM THE FACT
THAT THERE WERE WIT-
NESSES TO THE ROBOT-
ICIZED MOBIANS' ESCAPE,
SNIVELY.*

* IN SONIC THE HEDGEHOG #100.



IF THESE PITIFUL
SAD SACKS REALIZED
SONIC WAS ACTUALLY
TRYING TO SAVE THEM
FROM ME, THEY WOULDN'T
BE CHEERING AT ALL!



I'M BORED! AND
THESE DROP-TOP LIMO
DRIVES ALWAYS GET ME
IN THAT ASSASSINA-
TION FRAME OF
MIND...

...SO WHY DON'T
YOU ACTIVATE THOSE
SLEEPER AGENTS,
HM?



AS YOU
WISH...

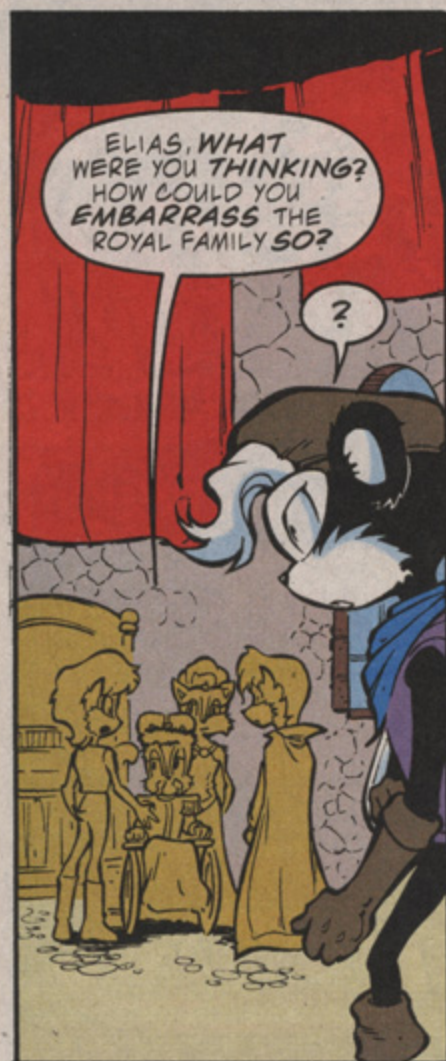
TEK



ARE YOU SURE
YOU WANT TO GO THROUGH
WITH THIS, GEOFFREY?

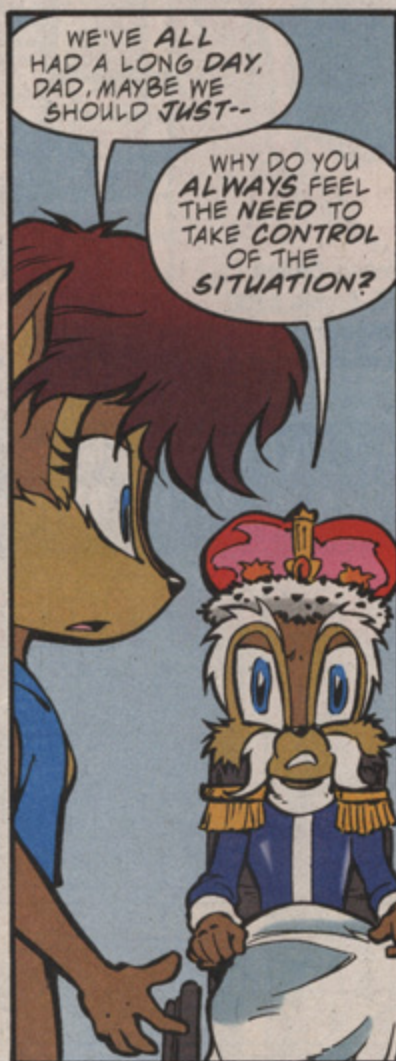
ABSOLUTELY,
HERSHEY.

THEN
LET'S GET
IT OVER
WITH...



ELIAS, WHAT
WERE YOU THINKING?
HOW COULD YOU
EMBARRASS THE
ROYAL FAMILY SO?

?



WE'VE ALL
HAD A LONG DAY,
DAD, MAYBE WE
SHOULD JUST--

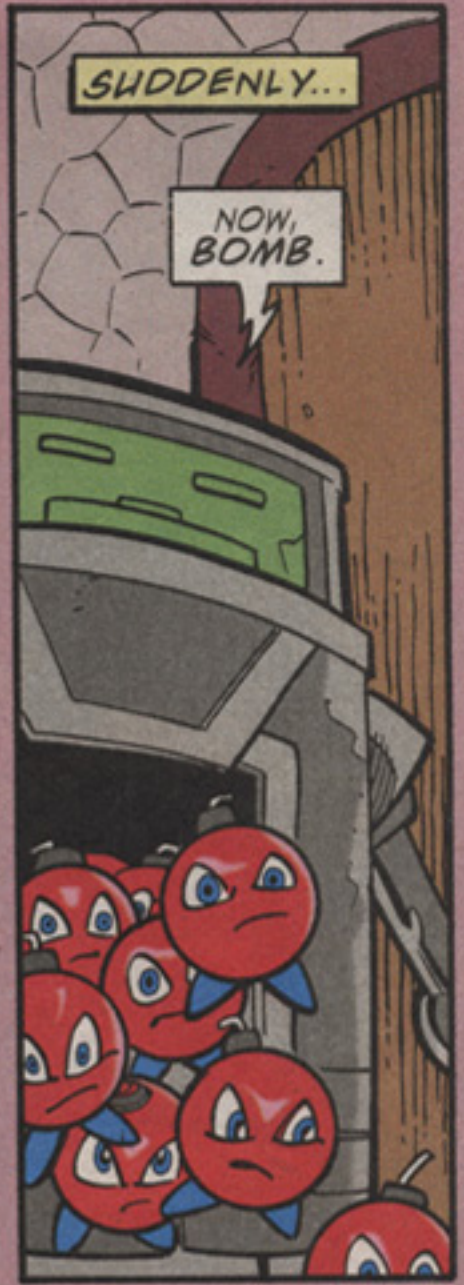
WHY DO YOU
ALWAYS FEEL
THE NEED TO
TAKE CONTROL
OF THE
SITUATION?



SIRE?

ST. JOHN?

I'M
FORMALLY
REQUESTING
A LEAVE OF
ABSENCE
FROM HIS
MAJESTY'S
SECRET
SERVICE.



MEANWHILE...

WHAT'S UP,
SONNY-BOY?

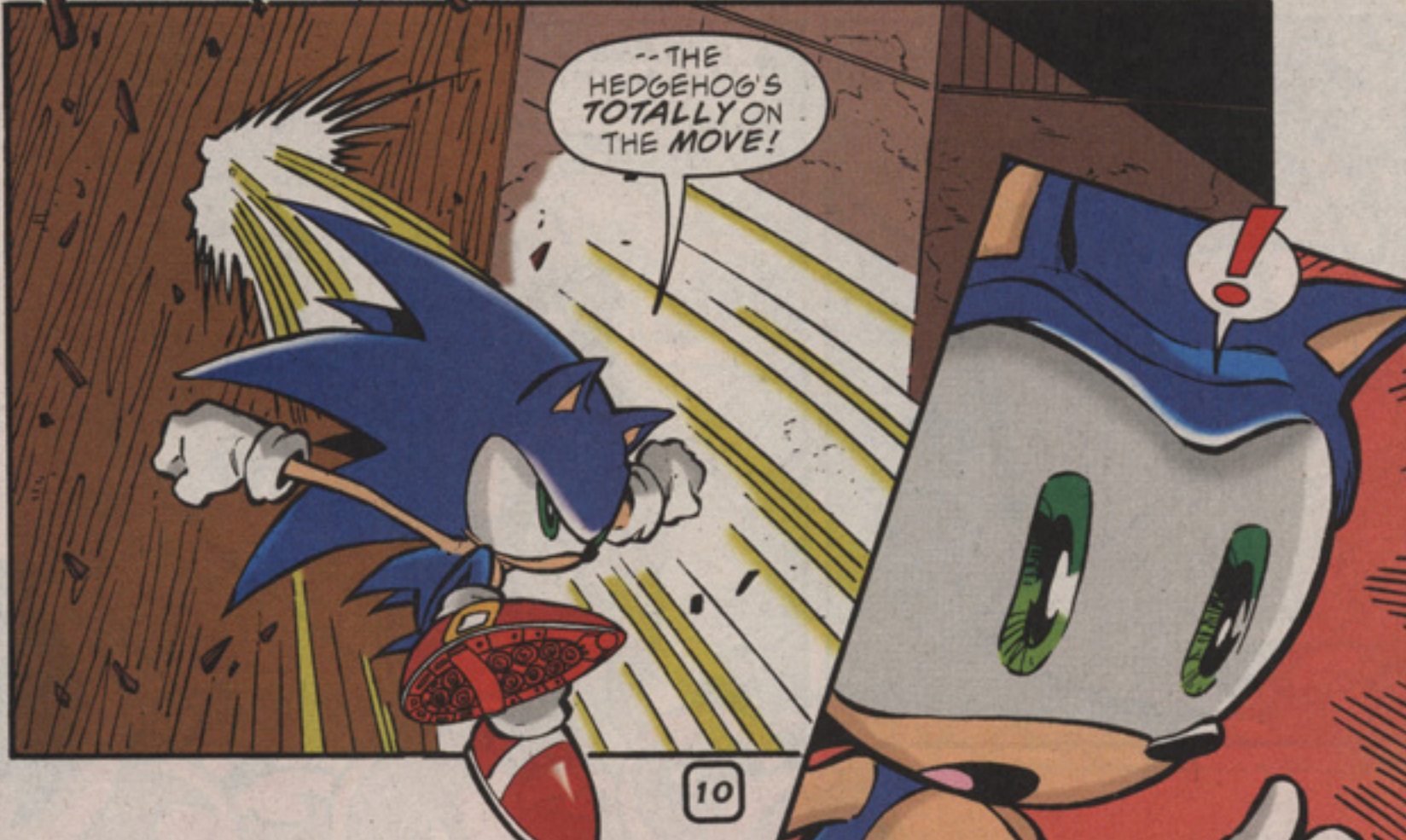
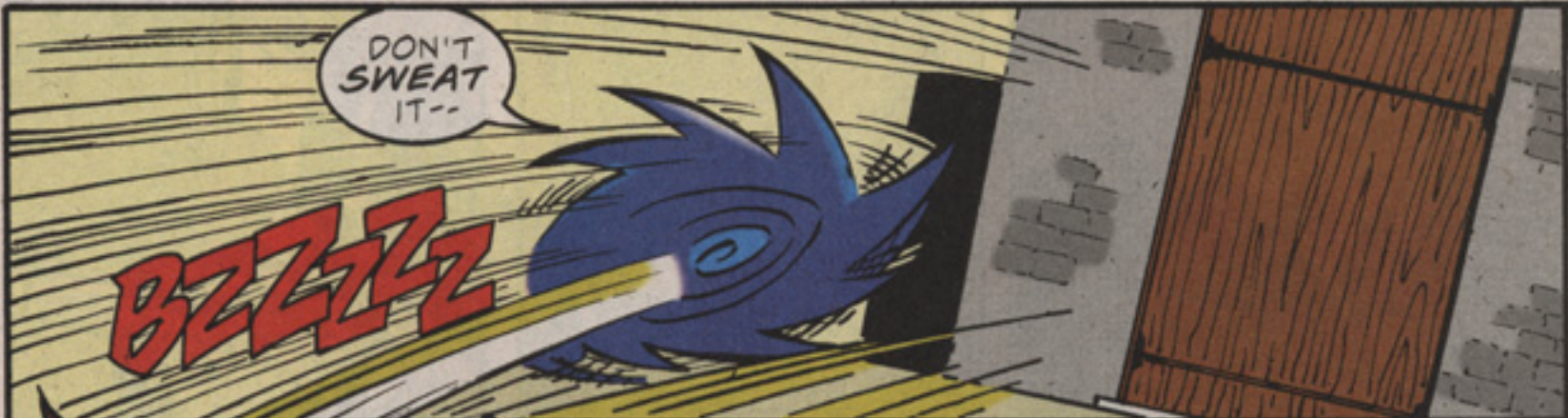
ZIP

ZIP

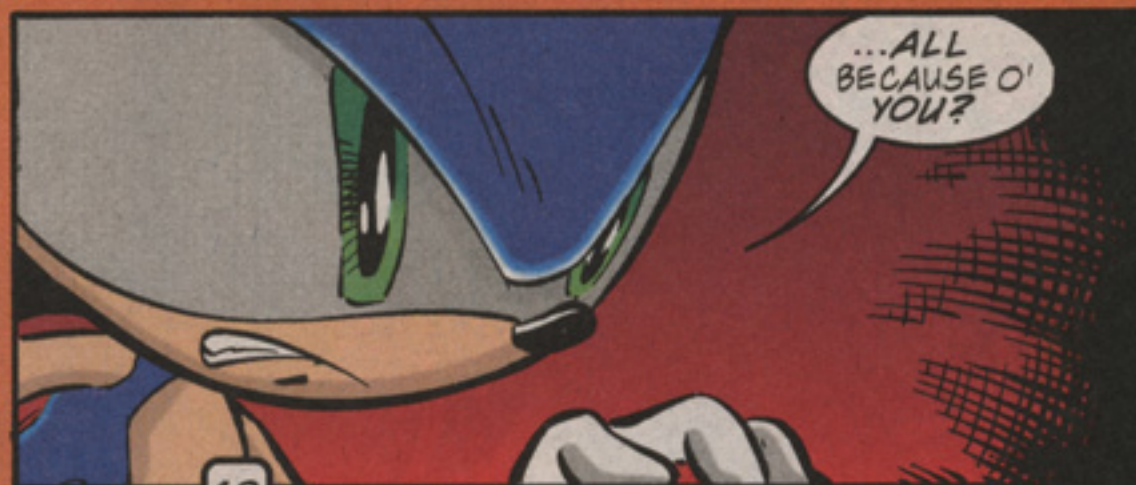
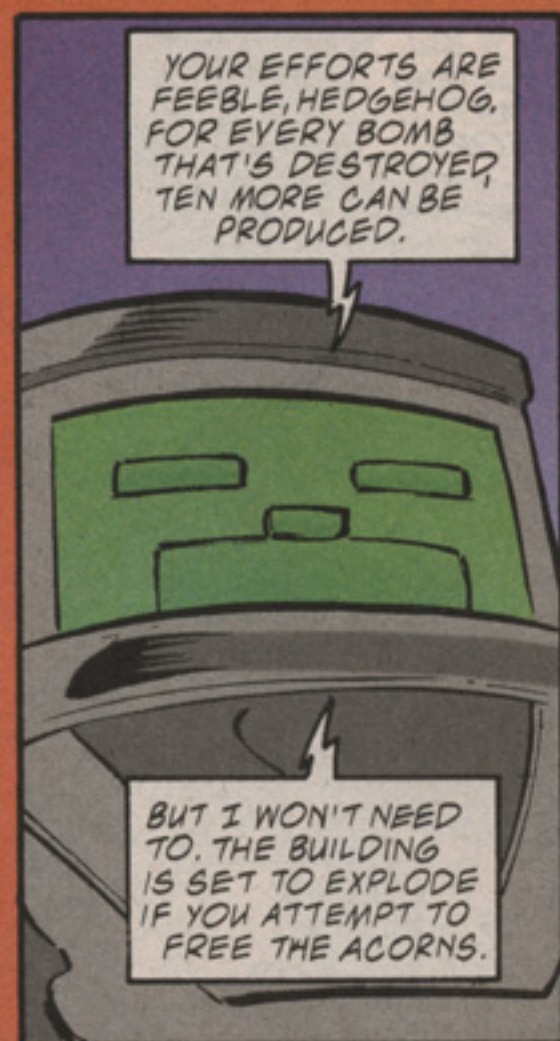
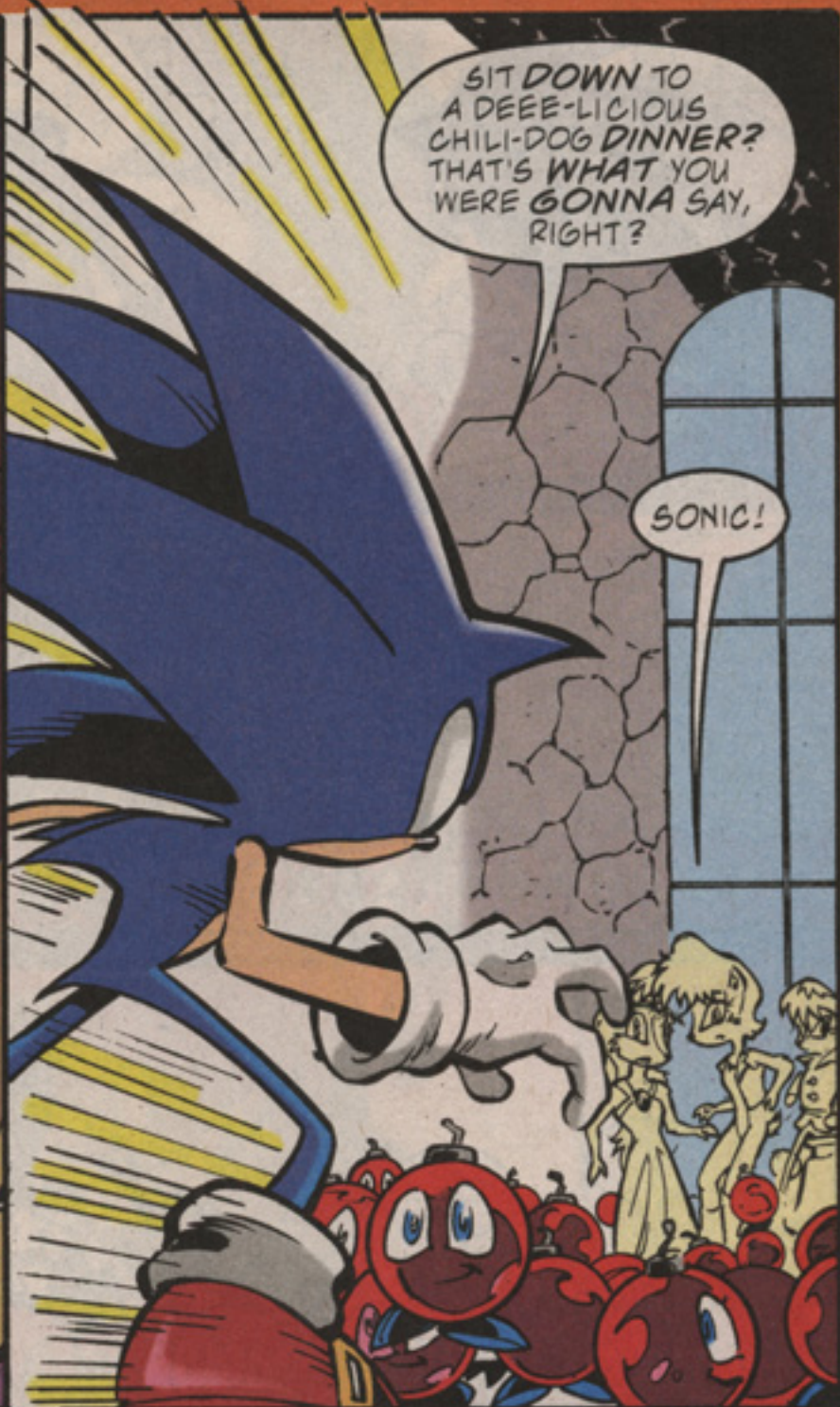
TROUBLE.

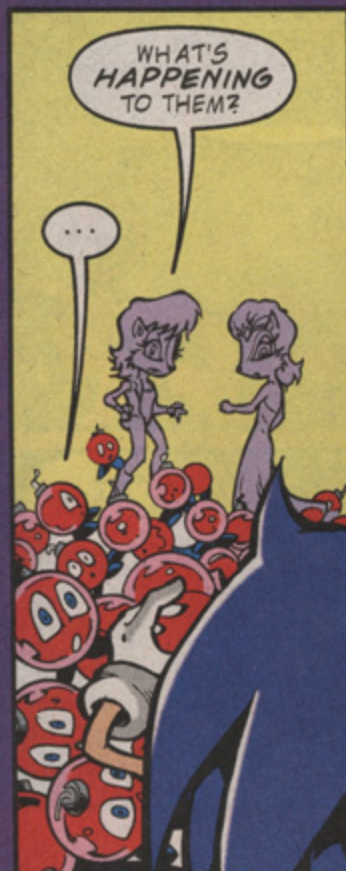
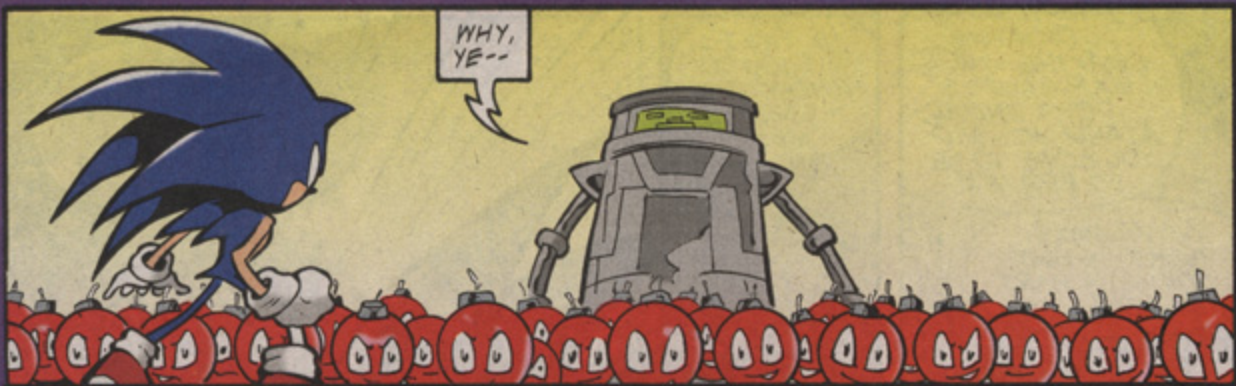
WITH
A CAPITAL
"TEE!"

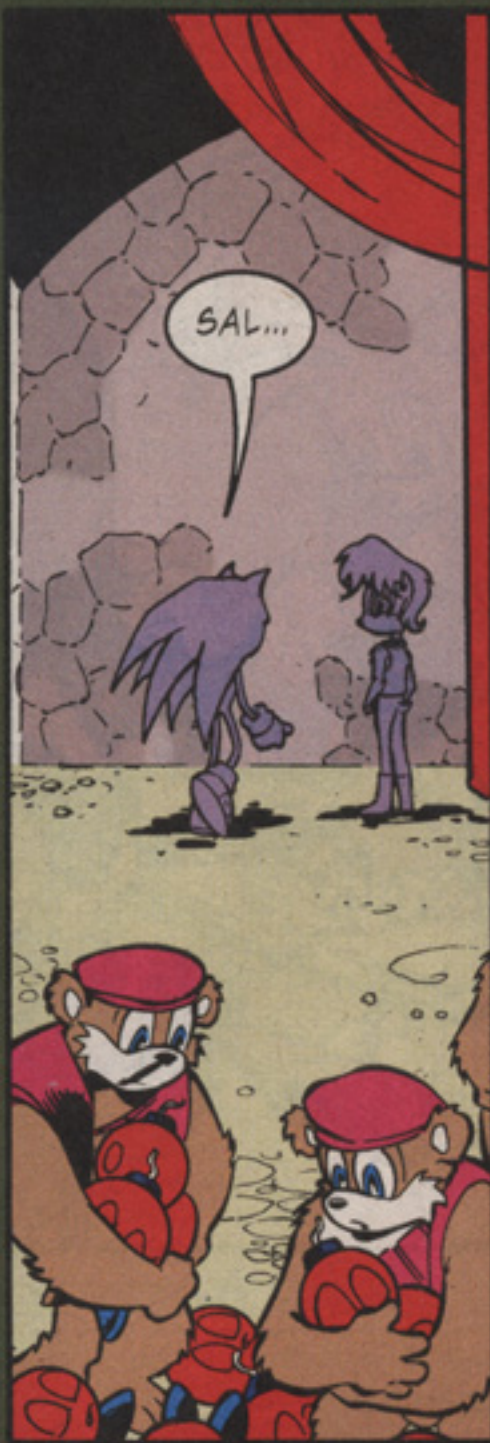
HEAVY AND BOMB
HAVE TAKEN THE
ROYAL FAMILY HOSTAGE,
GANG!
ROTOR...TAILS...
CAN YOU WHIP UP A
GIZMO TO HELP
STOP 'EM?











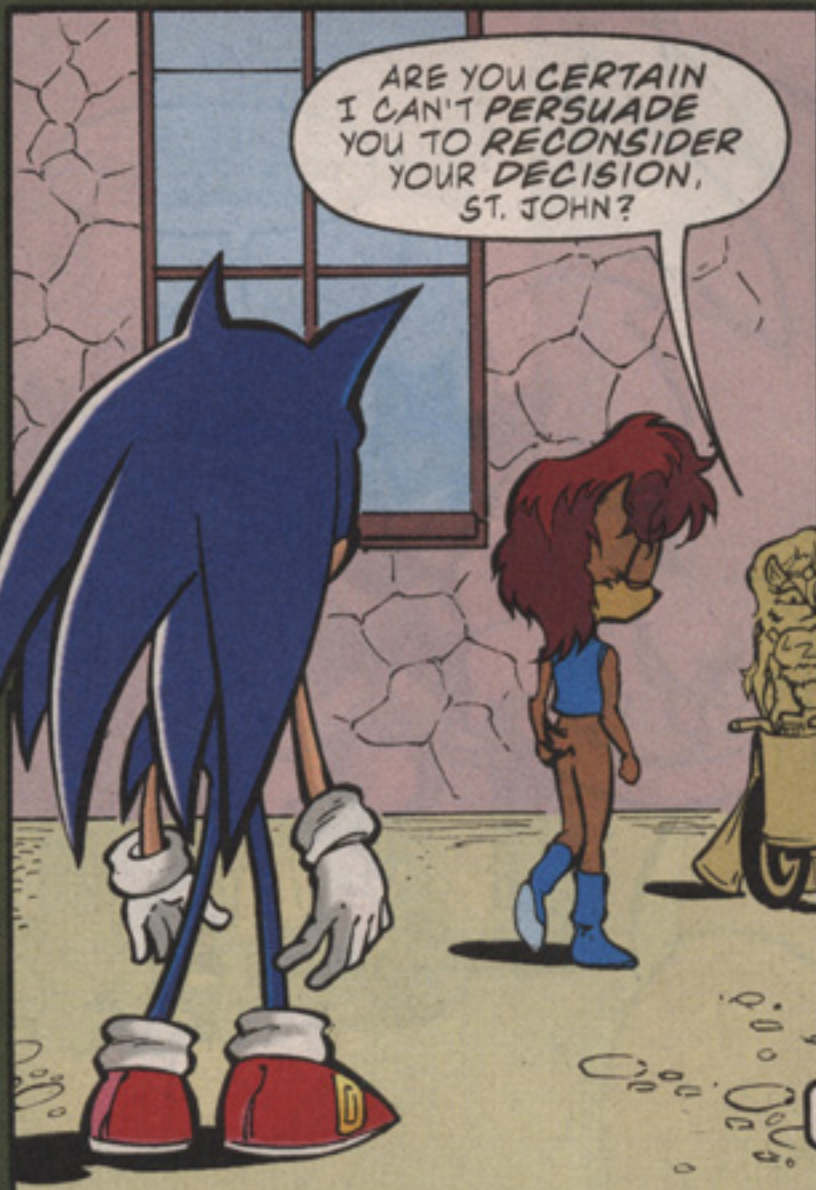
SAL...

...WHEN I
THOUGHT THAT
BOMB WAS GOING
TO BLOW...

I KNOW
SONIC, AND
I...



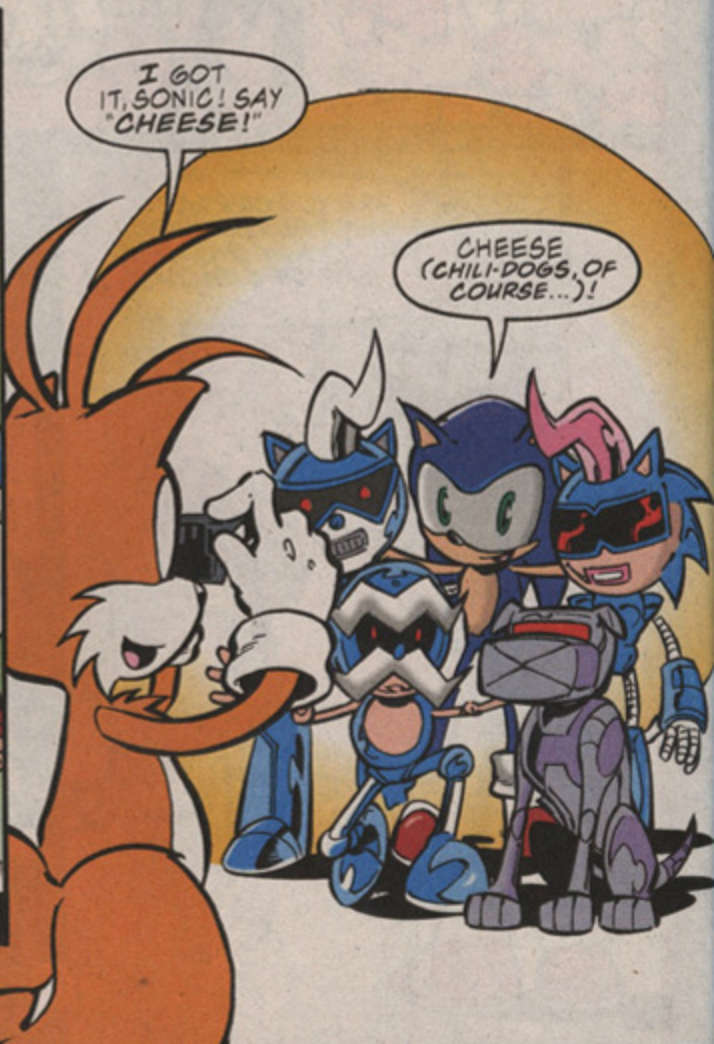
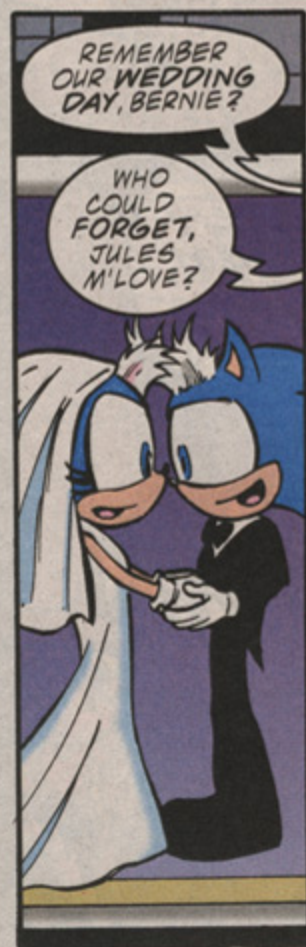
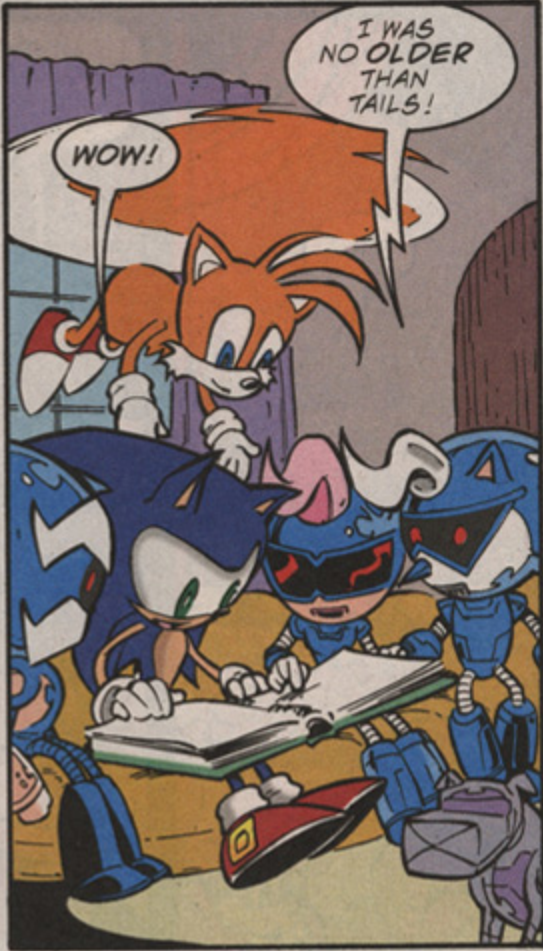
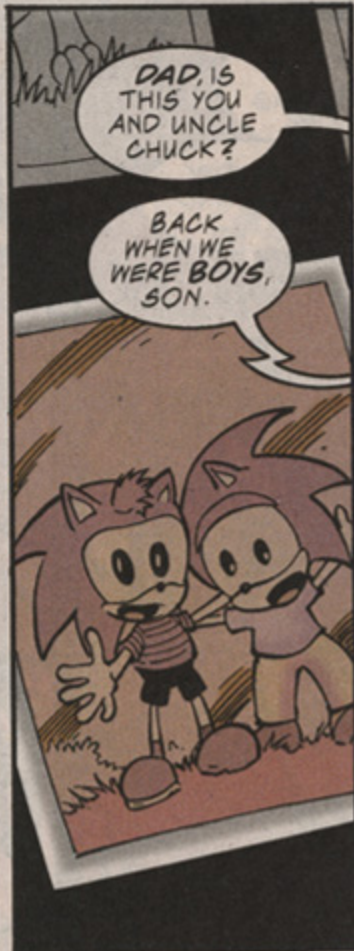
...I HAVE
TO GO.



ARE YOU CERTAIN
I CAN'T PERSUADE
YOU TO RECONSIDER
YOUR DECISION,
ST. JOHN?

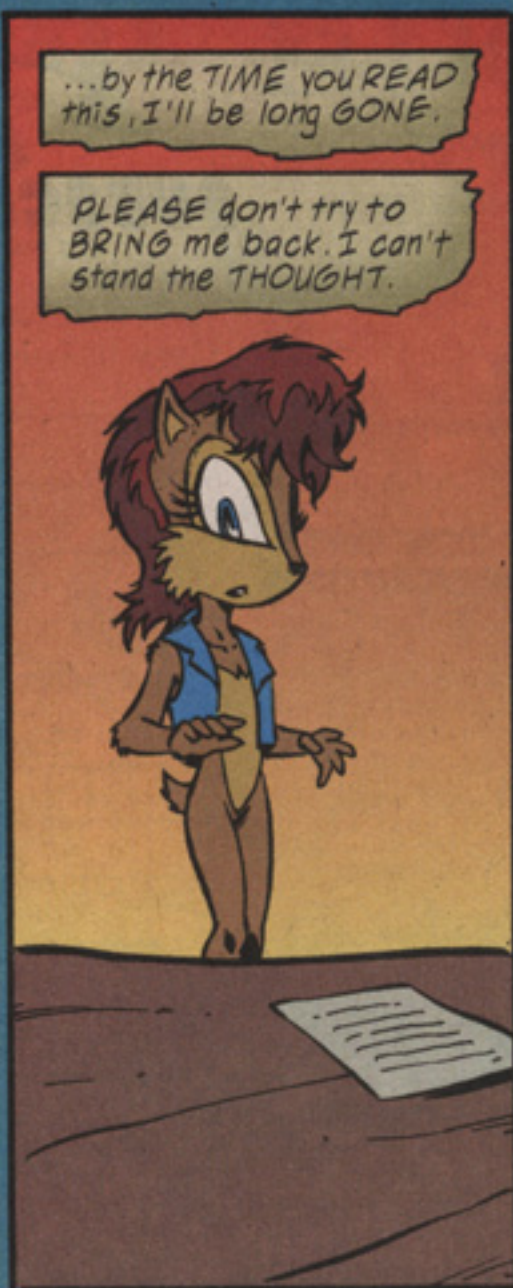


WITH ROBOTNIK'S
NANOBOTS INSIDE US,
IT WOULD BE BEST IF
WE ALL UNDERWENT
EXTENSIVE MEDICAL
TREATMENT BEFORE
RETURNING TO DUTY,
SIRE.





Dear
MOTHER &
FATHER...



...by the TIME you READ
this, I'll be long GONE.

PLEASE don't try to
BRING me back. I can't
stand the THOUGHT.



Having FAILED in
my royal DUTIES, I
cannot LOOK at you.
I can hardly FACE
myself.



I didn't HAVE what it takes
to RULE, but I KNEW right
from WRONG.

I KNEW that Sally
should have been
APPOINTED acting
ruler INSTEAD of me...



...KNEW I should have
TRUSTED Sonic's
JUDGMENT...yet I
said NOTHING.
Absolutely nothing.

It nearly
COST us all
our LIVES.



I'm SORRY.

Farewell...
Elias

End.

KNOTHOLE VILLAGE

GREAT FOREST



FIRST APPEARANCE: SONIC THE HEDGEHOG #0, February 1993.

SURFACE SIZE: Approx. 1.3 sq. metrons above ground, total size underground unknown as the labyrinth of tunnelling reaches out quite extensively.

CLIMATE: Generally warm, sunny days with cooler nights, occasional rainstorms with thunder and lightning

POPULATION: Over 3,487 subjects to the Crown of Acorn, consisting of over 78 different sentient species

TALLEST TREE: 1592 marks (oak)

DISTANCE TO MOBOTROPOLIS (AKA Robotropolis): 13.4 metrons

POINTS OF INTEREST: (1) Sonic's Shack (2) Sally's Sanctum (3) Tail's Bunk (4) Antoine's Hut (5) Bunnie's Grotto (6) Rotor's Lab (7) Amy Rose's Burrow (8) Rosie's Cottage (9) Hamlin's Trough (10) Dylan's Digs (11) Penelope's Pad (12) Arlo's Abode (13) The Royal Compound (14) Doctor Quack's Domicile (he has no official office due to the fact he makes house calls) (15) Meeting Area (16) Village Lock-Up (17) Village General Store (18) Medical Clinic (19) Emergency Center (20) Wooden bridge (21) Performance Arena (22) Power Ring Spring (23) Path to Knothole Elevator (which leads to Great Desert) (24) Treehouse Apartments (25) Solar Windmill (26) Big Haystack (27) Hidden entrance to the tunnel network (28) Village Gardens (29) Underground cavern

HISTORY: To this day, no one is quite sure of the exact origins of Knothole Village, as its beginnings predate any recorded Mobian documentation. The earliest known artifacts are believed to be roughly a thousand years old, and they indicate a very simple society, much like the one that currently resides within the village limits.

Over the passage of many years, the village evolved into a retreat for many of the citizens of Mobotropolis looking for a break from the pace of city life. When Mobotropolis was attacked by outside forces for the first time, it was then the village came to be regarded as a sanctuary upon realizing the natural environment of the Great Forest protected it against discovery.

The residence that King Theodore had retired to was transformed into a Royal Command Post where King Acorn conducted the prosecution of the war against the Overlanders. Upon winning the war, King Acorn then relocated back to the city. Shortly thereafter, Warlord Julian seized power, assigned the King into a nether-zone known as the Void, and waged systemic roboticization against the populace. Only a fortunate few managed to return to the village, including the King's daughter Sally, who would eventually train and lead various bands of freedom fighters against the evil despot, making extensive use of the underground network of tunnels that are known but to a select few.

Since the demise of Julian and the rise to power of his successor, Knothole Village continues to be both home and safe haven for all who dwell there.

HE WAS BORN TO BE NONE OTHER THAN THE GUARDIAN
OF THE FLOATING ISLAND, AND NOW

KNUCKLES

THROUGH THE POWER OF CHAOS ENERGY,
WHICH HE ALONE WIELDS, HAS TRAVELED
BACK IN TIME TO A MOMENT WHICH COULD
ALTER HISTORY FOR ALL ON MOBIUS...

...AND BY UTILIZING
THE CHAOS SYPHON TO
GRADUALLY DRAIN THE OUTPUT
FROM THE CHAOS EMERALDS,
WE CAN ENSURE A SAFE
LANDING!

BIG-TIME
WEIRDNESS!

I'M WATCHING
MY ANCESTORS, DIMITRI
AND EDMUND SPILL THEIR
PLAN TO RESTORE THE
FLOATING ISLAND BACK
TO ITS ORIGINAL SPOT
ON THE SURFACE
OF MOBIUS!

LIFE'S REALITIES

WE'VE RUN INTO SEVERAL
SCENARIOS TAKING INTO ACCOUNT
EVERY X-FACTOR IMAGINABLE!

THERE IS NO
POSSIBLE
WAY IT CAN
FAIL!

THIS IS IT--
SHOW-TIME!

ANOTHER CHAPTER IN THE ONGOING SAGA OF SEGA'S EVER-POPULAR ECHIDNA, BROUGHT TO YOU BY...
KEN PENDERS-WRITER KEN PENDERS & DAWN BEST-ARTISTS PAM EKLUND-INKER
VICKIE WILLIAMS-LETTERER FRANK G.-COLORIST JUSTIN GABRIE-EDITOR

GIVEN
THE EXCELLENT
PRESENTATION OF
YOUR FACTS--



--YOUR PLAN TO
RESTORE THE **FLOATING
ISLAND** TO THE PLANETARY
SURFACE IS HEREBY
APPROVED!

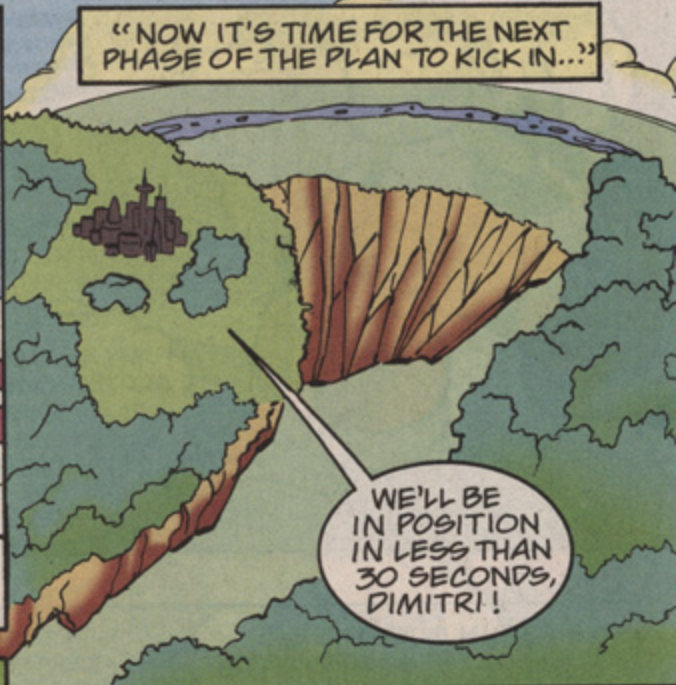


WITH A ROOM
FULL OF
WITNESSES,
FAT CHANCE
ANYONE WILL
BELIEVE THE
MAGISTRATE
IF HE TRIES
OVERTURNING
THAT
RULING!



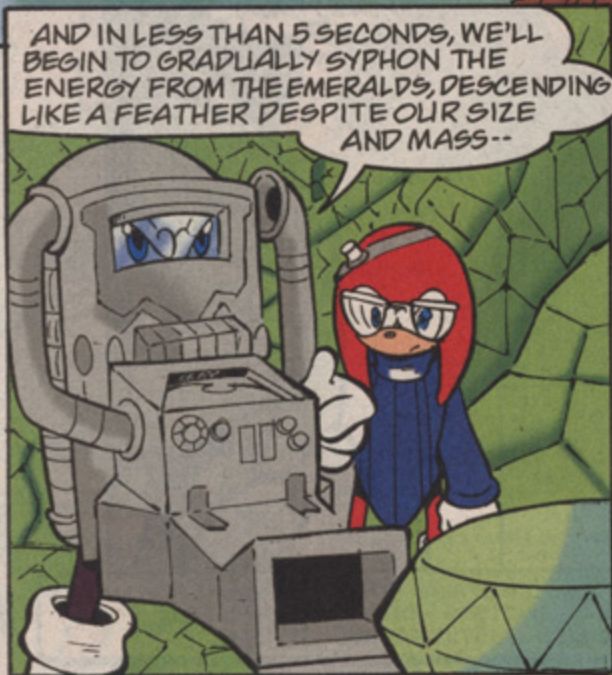
AND NO WAY WILL
ANYONE GUESS IT
WAS **MY** VOICE THEY
HEARD OVER HIS!

"NOW IT'S TIME FOR THE NEXT
PHASE OF THE PLAN TO KICK IN..."



WE'LL BE
IN POSITION
IN LESS THAN
30 SECONDS,
DIMITRI!

AND IN LESS THAN 5 SECONDS, WE'LL
BEGIN TO GRADUALLY SYPHON THE
ENERGY FROM THE EMERALDS, DESCENDING
LIKE A FEATHER DESPITE OUR SIZE
AND MASS--



--TO THE LAND
FROM WHENCE WE
CAME, **EDMUND!**



**WAIT,
DIMITRI!!!**

CAN'T YOU
FEEL?!

THE DESCENT
VELOCITY IS
INCREASING!!

WE'RE
GOING DOWN
MUCH TOO
FAST!

F-F-FEELS
LIKE I'M BEING
RIPPED
APART!!

GOTTA
HOLD IT--
TOGETHER--

WHOA!

ANYONE SEE
THE **SLEDGE
HAMMER**
THAT BUSTED
ME UP?

I TAKE
IT THINGS
DIDN'T GO
ALL THAT
WELL?

GIVE IT
UP, KNUCKLES--
BEFORE WE ALL
END UP PAYING
FOR YOUR
STUBBORNNESS!

**ME BEING
STUBBORN?!!**

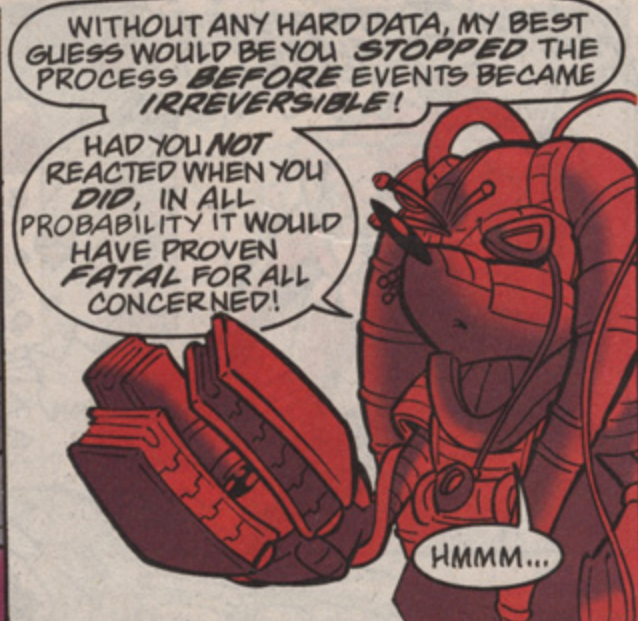
TALK ABOUT
THE POT CALLING
THE KETTLE BLACK,
LINC!

I JUST WATCHED
YOUR **ORIGINAL**
PLAN TURN INTO A
DISASTER!



IS THAT SO?!! THEN
HOW COME YOU AND
I STILL EXIST?

YOU'RE THE
SCIENTIFIC GENIUS
OF THE FAMILY! YOU
TELL ME!



WITHOUT ANY HARD DATA, MY BEST
GUESS WOULD BE YOU STOPPED THE
PROCESS **BEFORE** EVENTS BECAME
IRREVERSIBLE!

HAD YOU **NOT**
REACTED WHEN YOU
DID, IN ALL
PROBABILITY IT WOULD
HAVE PROVEN
FATAL FOR ALL
CONCERNED!

HMMM...



"HMMM?"

WHY, YES! I BELIEVE I'M
DISCERNING A PATTERN
EMERGING!

IN HINDSIGHT,
YOU WERE **DOOMED**
TO **FAILURE** IN
YOUR INITIAL
ATTEMPT*BECAUSE
OF NATURE!

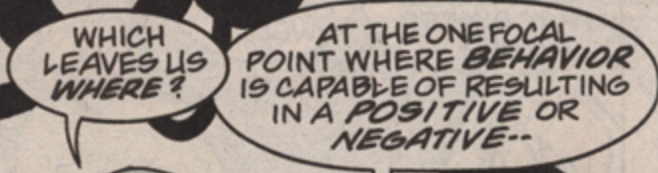
*SEE LAST ISSUE--
HISTORIAN JUSTIN.



HOW?

DON'T YOU
UNDERSTAND?

IF THE **COMET**
HADN'T **DESTROYED**
THE LAND MASS THAT
BECAME THE
FLOATING ISLAND,
THE **EARTHQUAKE**
SURELY WOULD!



WHICH
LEAVES US
WHERE?

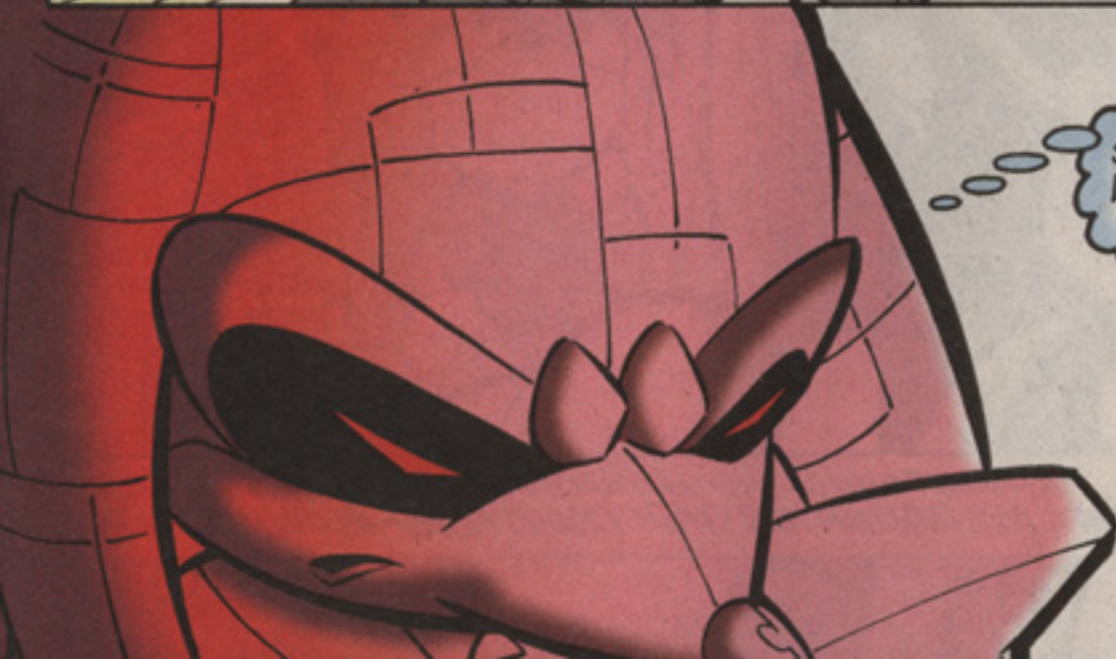
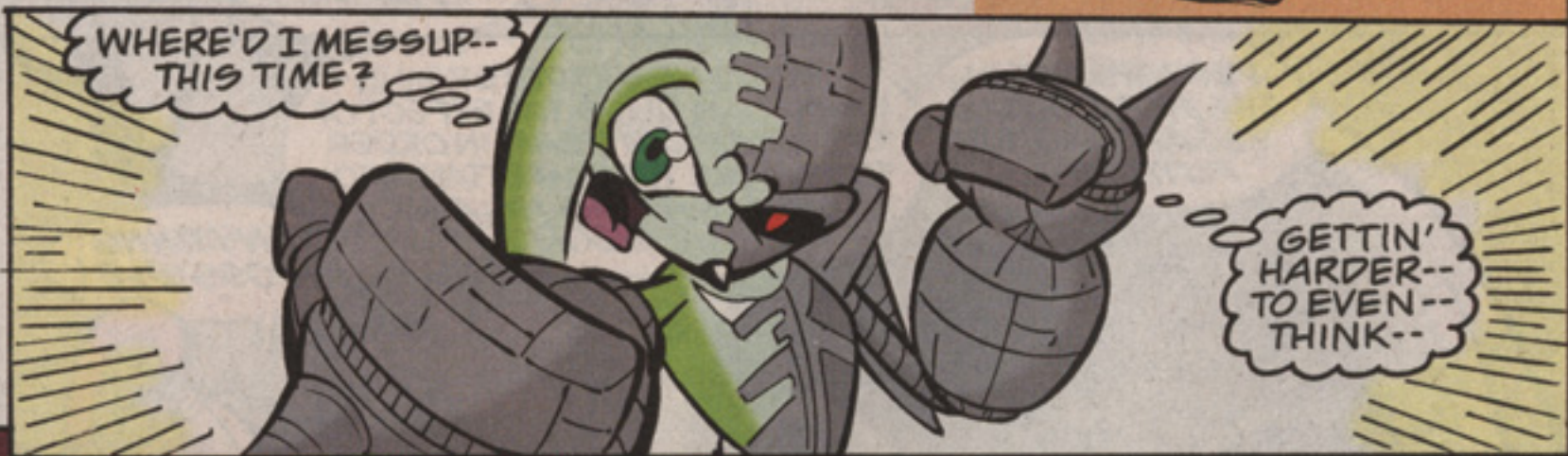
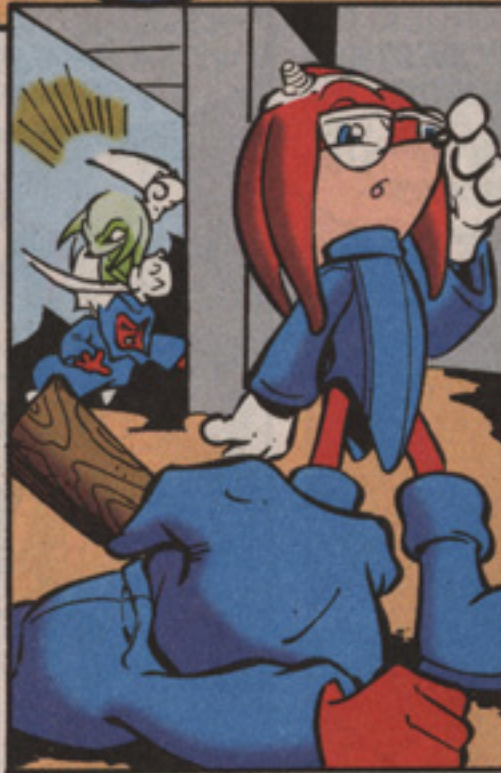
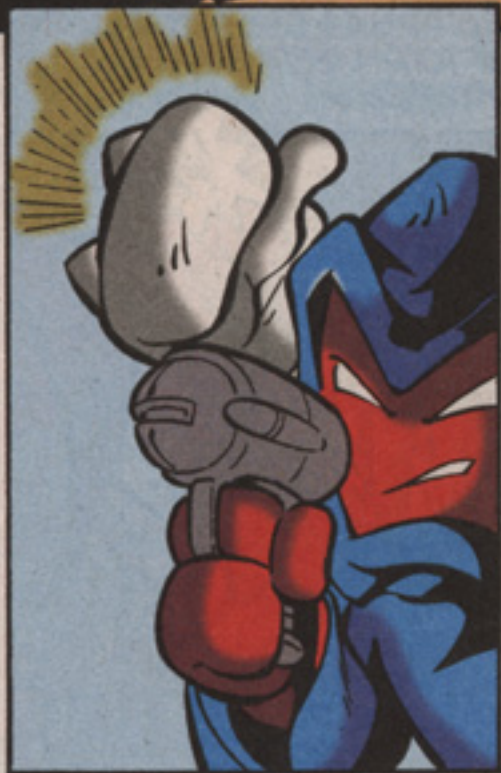
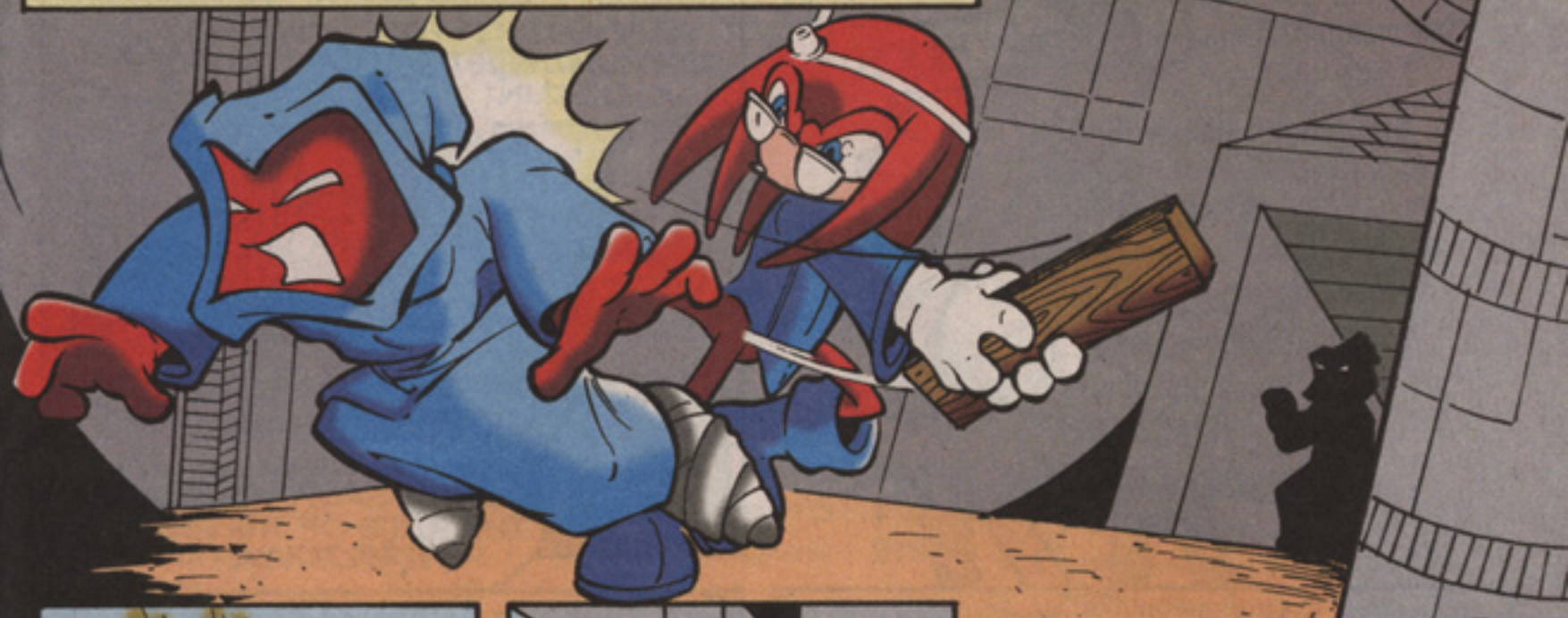
AT THE ONE FOCAL
POINT WHERE **BEHAVIOR**
IS CAPABLE OF RESULTING
IN A **POSITIVE** OR
NEGATIVE--



AS FOR THE SECOND FOCAL POINT,
I MISSED SOME **CRUCIAL** PIECE
OF DATA NECESSARY TO PRODUCE
THE **CORRECT** CALCULATIONS.

WITHOUT
KNOWING WHAT
EXACTLY IS
MISSING FROM
THE FORMULA,
CHANCES ARE
THAT ANY EFFORT
TO CONTINUE
ALONG THE SAME
TRACK WILL
YIELD **SIMILAR**
RESULTS!

" -- WHEN MY BROTHER, *EDMUND*, DECIDED TO ACT AGAINST THOSE WHO FOLLOWED IN MY FOOTSTEPS... "



CAN'T-- STOP-- TOO-- LATE-- TOO-- LATE...

JULIE-SU!!!
EASY, GIRL, AS I'M--

--I'M NOT A
ROBOT!!

JUST WHEN YOU
THOUGHT IT **HOPELESS**,
YOUR INSTINCT FOR
SURVIVAL MUST HAVE
KICKED IN!

FOR A MOMENT,
I COULD SWEAR
WE WERE ALL
ROBOTS--

--LIVING IN
ECHIDNAOPOLIS UNDER
THE RULE OF THE DESPOT
ROBOTNIK!

THAT'S
WHACKED!

NOT AT ALL,
JULIE-SU!

WHEN KNUCKLES
SAVED MY BROTHER,
THAT TOOK AWAY THE
IMPETUS FOR THE
CREATION OF THE
GUARDIANS--

--LEAVING THE ECHIDNAS ESSENTIALLY
VULNERABLE TO AN INVASION BY
OUTSIDE FORCES!

**IT'S NOT
FAIR!!!**

I'VE ALL
THIS **POWER**
AND I COULDN'T
DO **GOOD-- NOT
ONCE!!**

PERHAPS NOT IN
THE **PAST**, BUT IN
REGARDS TO THE
FUTURE--

--WE'VE YET TO DETERMINE
IF YOU CAN UNDO THE EFFECT OF
THE **QUANTUM BEAM** IN ORDER
TO RESTORE THE INHABITANTS TO
THE **FLOATING ISLAND**,
AND IF SO--

--**ANYTHING
IS POSSIBLE!**

NEXT: IN SONIC # 106, THE MOST SHOCKING DEVELOPMENT KNUCKLES HAS
EVER EXPERIENCED... MY ENEMY, MY DAUGHTER! TALK ABOUT MIND-BLOWING! HOO-HA!

JULIE-SU

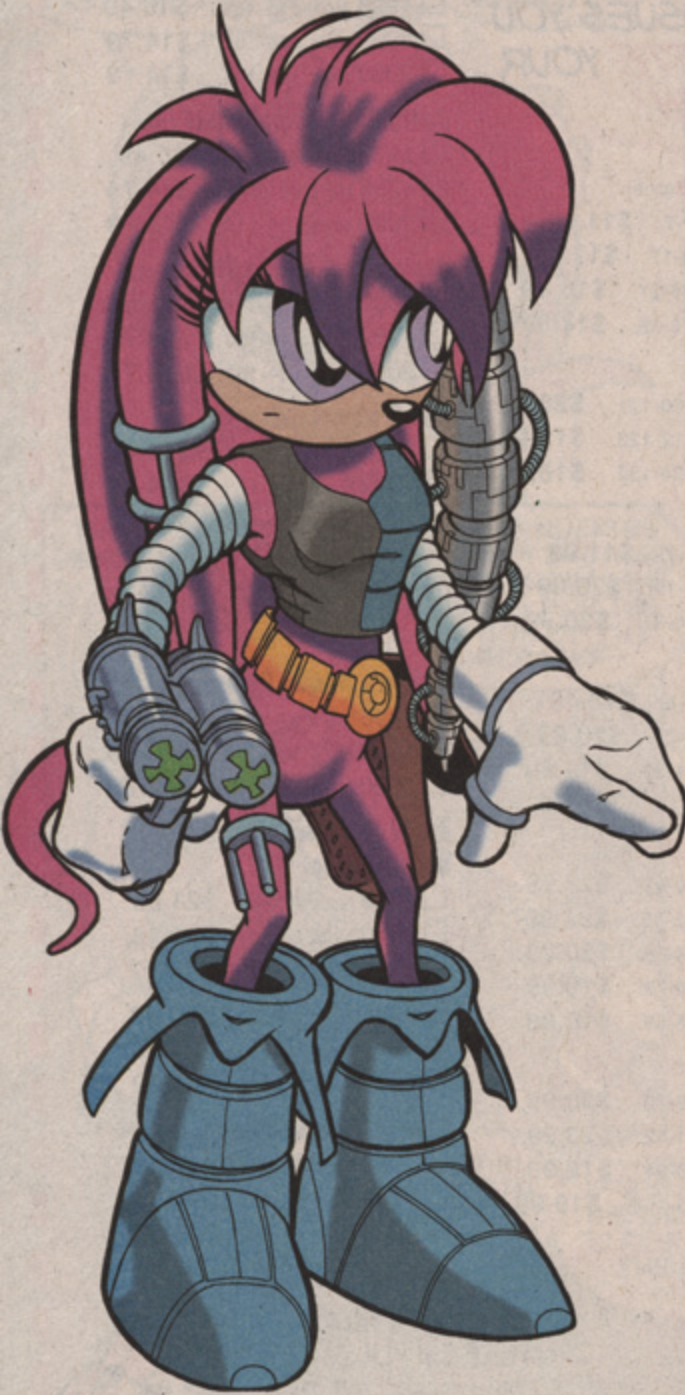
HISTORY: Julie-Su was born the daughter of Luger and his second wife Mari-Su. Almost from the very beginning, Julie-Su was treated like an unwelcome visitor by her older step-brother Kragok and his twin-sister Lien-Da, and virtually ignored by her father as he carried out his duties as the leader of the Dark Legion.

When Mari-Su met with a tragic accident of a most peculiar nature, Julie-Su was subjected to a memory wipe by Kragok and Lien-Da. They had far greater plans for the Dark Legion and no desire at all for their despised sibling to share in them, so she was placed in the care of an elderly echidna couple, Simon and Floren-Ca, who treated her as if she were their own natural daughter.

For the most part, Julie-Su grew up in a loving environment, unaware of the truth that Simon and Floren-Ca were warned never to reveal. Yet she always wondered why something felt missing in her life. Suppressing these feelings, she eventually assumed the duties of a support troop upon reaching the age of thirteen.

When the Dark Legion and Knuckles eventually clashed, the results were a destroyed headquarters complex and an angry Julie-Su separated from her compatriots. Upon discovering the crocodile Vector, she unleashed her fury on him, drawing the attention of Knuckles and his friends Charmy, Espio and Mighty. Because of her association with the Dark Legion, Julie-Su was mistrusted at first but gradually won over their respect and friendship.

She has since discovered the truth about her past and has developed a more romantic involvement with Knuckles, due to their unacknowledged recognition through a sixth sense the echidnas refer to as the "soultouch".



FIRST APPEARANCE: KNUCKLES THE ECHIDNA #4, August 1997.

FULL NAME: Julie-Su of the House of Dimitri

RANK: Former Dark Legionnaire, support

BORN: 277 / 3221 **EYES:** Deep violet

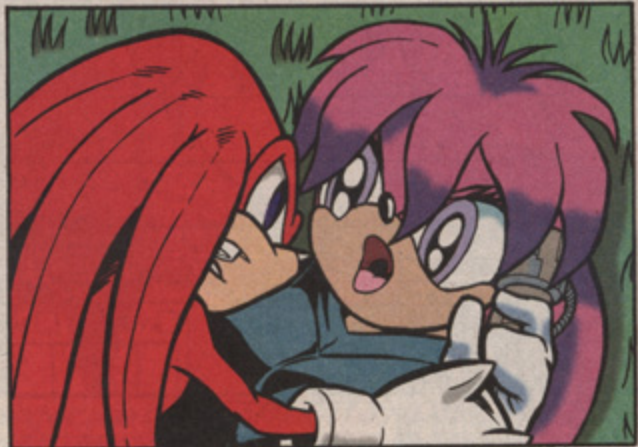
HAIR: Rose pink with lavender bangs

HEIGHT: 84 marks **WEIGHT:** 7.3 stone

WEAPONS: Double-barrel multi-purpose proton gun, taser

KNOWN FAMILY: Luger (father - whereabouts unknown), Mari-Su of the House of Atrades (mother - deceased), Kragok (step-brother - deceased), Lien-Da (step-sister), Simon (foster father), Floren-Ca (foster mother), Moritori Rex (grandfather), Dimitri (great-great-grandfather)

KNOWN FRIENDS: Knuckles, Mighty, Espio, Charmy, Vector, Lara-Le, Constable Remington



SONIC GRAMS



THIS JUST IN!

WITH
KEN
PENDERS

As you read this, it's probably sometime in October 2001 or later. But as I write this, it's the last week in July of the same year, and I've just returned from my annual trip out to the west coast, where I attended the world famous San Diego Comic-Con and had the opportunity to meet with a lot of you guys.

If there was any difference this year from previous conventions, it's that there were more fans than ever, and they were making it loud and clear of their love for Sonic. They had questions they wanted answers to, they wanted autographs, they were searching for back issues, and in general, they just wanted to tell the people at Archie Comics to keep up the great work.

Since inker Rich Koslowski and I were the only ones operating out of the Artists Alley section where we could be easily found, we had to point out to the fans other creators who could be found walking the aisles, such as penciler Steven Butler and colorists Josh Ray and his lovely wife, Aimee, as well as inker Andrew Pepoy and penciler Jim Valentino, who could be found manning the Image booth in his new role as publisher when he wasn't busy taking meetings. (Such is the nature of this business that you can work with a person for years and never even meet, so it was quite a pleasant surprise when Steven, Josh and Aimee suddenly showed up at my table. I had never actually met them in person before that moment, even though I've worked with them on too many issues to count! Crazy, huh?)

A number of readers also showed up with some terrific examples of fan art, including some photos featuring our characters rendered through more exotic means than pen & ink or computer generated. One reader created a Lego-version of Tails and Sally, and another reader created small figurines of our characters. Needless to say, I thought they were all great, and you'll be seeing a fan art section devoted to the San Diego con within the next issue or two.

By being able to interact with you readers in such a forum, we hope you come away with the feeling that we really care about doing a good job for you, and we enjoy learning what really excites you where this series is concerned. For those of you who couldn't make it this time around, there's always next year!

Take care.

KEN

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Send letters to:
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Thanks for understanding!



NEXT ISSUE:

We have a neat change of pace, as several Sonic creators of days gone by return to the fold for another hurrah. In the lead story, writer Mike Gallagher teams up with penciler Jim Valentino for one of the most unusual Sonic stories that takes place 1000 years later in an alternate future. Sonic returns to Mobius after being gone a millennia, only to find the planet in worse shape than he left it. Plus, Mike G. teams up with none other than Dave Manak and Harvo to present the Downunda Freedom Fighters squaring off against the Bunyip. It's a blast from the past you won't want to miss.

AND NOW, IT'S TIME TO CHECK THIS MONTH'S MAIL:

Dear Sonic-grams,

After our graduation ceremony, my otaku friends and I held a party. One of us came in with SONIC #98, which became a hot topic of discussion. We didn't talk about stories and plot so much as art.

Because Sonic is in every way Japanese, it should look Japanese. When we saw Pat Spaziante's work, we were thrilled at the way he drew the animals, especially Sonic, and shocked to see them mingled with Marvel-style humans. It was like watching Roger Rabbit. Another area of concern was the comics were focusing on added human extras and too many characters pushing their way into the stories, although we liked Mina, Fiona, Nicolette, Julie-Su & Elias.

Now we want to point out the top 10 things we found impressive:

- 1) Antoine's new attitude
- 2) Bunyip's new look
- 3) The Sonic Adventure makeover on the 4 characters
- 4) The Chosen One
- 5) All those 3-issue mini-series
- 6) Mecha Madness, Endgame & everything in-between
- 7) The new colors and shading
- 8) The background art has greatly progressed
- 9) Spaz's covers
- 10) The Knuckles' series

Now for the top 10 things that need work:

- 1) Designs aren't as Japanese as they could be, after all, it's a tokuban (Japanese for monthly comic).
- 2) Less human characters, as they're too intrusive
- 3) Knuckles evolving, unless directly related to Sonic Adventure 2
- 4) We were really hoping Sally would be

Queen and Elias would join the Chaotix

- 5) Needs more angst
- 6) The dialogue is hard for Generation X to understand
- 7) The imbalance of humor and seriousness
- 8) Fiona, Nic and Nack need to show up more
- 9) The latest Floating island
- 10) The lack of Knuckles' own book

However, we find this to be the only decent/least boring/most progressive/less corny comic in America, and we hope you'll continue to keep making this one of the best long-running comics in the world.

Your fans,

Sennet, Alliyah, Jeakal, Ashley, Jessi, Shanna, Lanai, Babbitt, Luna, Jennifer, Coku, Yumeimi, Martin, Exrik, Dallis, Jinju, Jarai, Jae-Jun, Ceiya, Elijs, Paul, Joey, Eldrin & Jesse Sparks, NY

Talk about killing two birds with one stone! One of our biggest headaches is trying to fit as many letters as we can, and we get to feature a consensus with one letter! Regarding some of the group's concerns, we're already way ahead of the curve, and you'll begin seeing some results in the issues ahead. The only one that has me scratching my head is the one about the dialogue being hard to understand. You guys need to be more specific about whether I'm using out-of-date terminology, Karl's writing is a bit more streetwise than you're used to, or if it's something else I haven't touched upon. Fair enough?

To Ken Penders and crew,

First, let me start off by saying that I am a HUGE Sonic fanatic, owning or at least played most of his games. Also, I'm a big fan of this comic, a faithful buyer since issue #25 (which is STILL my favorite out of all). With that being said, let me express my disappointment, due to the neglect that Sonic Adventure 2 was treated. For those that haven't played it yet, I won't give anything major away, but SA2 had a great story. In fact, it is the best Sonic game EVER, and I'm sure Sonic fans who have played it would agree. The plot had so many twists and turns and ended with a proverbial bang. And finally, we get to see how Robotnik carries out plans for world domination firsthand. And I thought it was GENIUS how you guys ended issue 98, telling people to pick up the game, instead of giving the entire plot away in a (now defunct) Super Sonic Special.

But reading issue 99 gave me the feeling that Sonic Adventure 2 wasn't really important at all. In the beginning, it is assumed that Sonic and Tails explained the whole adventure to Sonic's parents after they got back. Throughout the issue, his parents acted nonchalantly about it, while Sonic, Tails, Knux, and Robotnik didn't seem to acknowledge the whole thing even happened. I know Sonic saved the world more times than we can count, but COME ON!

I don't know who is responsible—hey, I don't even know if he/she even PLAYED the game—but such a great and important story of the Sonic Universe didn't even leave a minuscule impact in the Comic world! (I mean come on, Sonic and Eggman even WORK TOGETHER, for goodness sake! Where else would you see THAT!?!).

Stick it in the future, stick it in the past, heck, stick it in an ALTERNATE UNIVERSE, but for goodness sake, don't make it seem like it wasn't important at all. Sonic saved the world, yet NOBODY CARES! SA2 is the FINAL Sonic the Hedgehog game to appear on any Sega system, and the last Sonic game we'll see for at least a couple of years (besides Sonic Advance). That's it. Zero. None. Nada. Also, it's on Sonic's 10th anniversary, and the fact that it coincides with the Comic's 100th issue would have made it seem like it was that much more special. And to treat it as nothing? That makes it kind of sad. Or maybe I have too much time on my hands.

Mike'l G.

I can understand your frustration, Mike'l, but here's the straight scoop. We already had in place the current storylines when out of the blue we were thrown a curve and had to do the SA2 adaptation. Because we were limited in space—one issue to work with—and had little info to go on, the game developers were legitimately concerned about any of the game's surprises being revealed too soon. There wasn't much else we could do. Karl was probably told Sonic saved the day in the end, but he more than likely also wasn't told how, and so underplayed it in the beginning of #99. If we can figure out a way to incorporate more of the game's elements into future storylines, we will.

Dear Sonic-Grams,

I have been a fan of Sonic since Issue 13. For a time, somewhere around issue 60, I stopped reading because I thought I was "too old" for comic books. Well, being a guy of 16, and realizing I should stick to things that make me happy, I restarted buying the comic book at #97. I must say, things have certainly changed in this series since I stopped! It'll take me lotsa cash to pick up the missing issues (please add the issues of Sonic released in 2000 to your "Sonic Checklist"). But anywayz, here're the questions I have that are most important.

1. When did Robotnik return, and when did he get roboticized?
 2. Which issue did Overlanders start becoming a big factor in the series?
 3. Who is Mina, and when did she appear?
 4. When were Queen Acorn and Prince Elias discovered?
 5. Why did Knuckles turn green and start acting strange?
 6. Where did the Chaotix go?
 7. Why are Sonic and Tails living with Sonic's parents?
- Best, Chris Leslie

In quick order here: 1) Robotnik Mach II (as we call him) returned in SONIC #75 and was originally Robo-Robotnik, who first appeared way back in SONIC #19; 2) The current storyline with the Overlanders began in #93; 3) Mina is a mongoose who first appeared in SONIC #76 trying to save a loved one from Robotnik; 4) the whereabouts of Queen Alicia and Prince Elias were revealed in "The Forbidden Zone" storyline back in KNUCKLES #19-21; 5) As shown in previous stories, Knuckles was born a mutant, and various incidents have only served to push the process further along, culminating in his full-blown transformation in the pages of SONIC #90; 6) the Chaotix, like everyone else on the Floating Island, were consigned to another zone when the Dark Legion unleashed the quantum force back in SONIC SUPER SPECIAL #14; and 7) Sonic and Tails are too young to live on their own just yet, and since the whereabouts of Tails' parents are unknown, who else would they live with?

I'd like to wrap things up by acknowledging the letters of Jacob, Nick and Michelle Howe of Arlington, WA, who wrote with a whole list of questions. Since I didn't want to start a family war over whose letter was used, I'll simply say in response to keep reading as our feature pages in upcoming issues should provide loads of information to make any Sonic fan happy. And on that note, check back with us next time for more comments, compliments and criticisms. Take care.

e-mail:
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